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 Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
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Current display devices can display only a limited range of contrast and is one of the main reasons that most image acquisition, processing, and techniques use no more than eight bits per color channel. This course o recent ...

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Level set methods, an important class of partial differential equation (PDE) define dynamic surfaces implicitly as the level set (iso-surface) of a scalar function. The course begins with preparatory material that introduces

3 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
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This updated course on simulating natural phenomena will cover the latest and production techniques for simulating most of the elements of nature. Presenters will provide movie production, interactive simulation, and real-time perspectives ...


4 Crossing the line: moving from film to games and possibly back

 Video files associated with this course are available from the citation

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Evan Hirsch, Rick Stringfellow, Paul Amer, Brien Goodrich, Jamie Marshall,
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- 1 [Hand Tracking Using Spatial Gesture Modeling and Visual Feedback](#)
Andy Cassidy, Dan Hook, Avinash Baliga
October 2002 **ICMI '02: Proceedings of the 4th IEEE International Conference on Interfaces - Volume 00**, Volume 00

Publisher: IEEE Computer Society


Full text available:  Pdf (113.01 KB)

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The ability to accurately track hand movement provides new opportunity for human-computer interaction (HCI). Many of today's commercial hand tracking devices are cumbersome and expensive. An approach that avoids these problems is

- 2 [High dynamic range imaging](#)

 Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
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Full text available:  Pdf (20.22 MB)

Additional Information: [full citation](#), [abstract](#)

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Current display devices can display only a limited range of contrast and brightness. This course outlines recent research and development in high dynamic range imaging (HDR) and the reasons that most image acquisition, processing, and display technologies are limited to eight bits per color channel. This course outlines recent ...

- 3 [Level set and PDE methods for computer graphics](#)

 David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, et al.
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Level set methods, an important class of partial differential equation (PDE) methods, are used to represent implicit surfaces implicitly as the level set (iso-surface) of a sampled, evolving function. This course outlines recent research and development in level set methods and the reasons that most image acquisition, processing, and display technologies are limited to eight bits per color channel. This course outlines recent ...


- 4 [The elements of nature: interactive and realistic techniques](#)

 Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenton Musgrave, Przemyslaw Robit, Jos Stam, Jerry Tessendorf
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This updated course on simulating natural phenomena will cover the latest techniques for simulating most of the elements of nature. The presenter discusses production, interactive simulation, and research perspectives ...


5 [Model and representation: the effect of visual feedback on human pe](#) [picker interface](#)



Sarah A. Douglas, Arthur E. Kirkpatrick

April 1999 **Transactions on Graphics (TOG)** , Volume 18 Issue 2

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (516.54 KB)

Additional Information: [full citation](#), [abstract](#), [re](#)
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User interfaces for color selection consist of a visible screen representing the underlying conceptual organization of the color model. We report a subjects variable experiment that tested the effect ...

Keywords: HSV, RGB, color model, color selection, feedback, mental m


6 [On seeing and rendering colour gradients](#)



Alexa I. Ruppertsberg, Anya Hurlbert, Marina Bloj

July 2007 **APGV '07: Proceedings of the 4th symposium on Applied perce**
visualization

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (2.52 MB)

Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 60, Citation

Ten years ago Greenberg and colleagues presented their framework for [Greenberg et al. 1997], aiming "to develop physically based lighting m rendering procedures for computer graphics that will produce ...

Keywords: RADIANCE, colour accuracy, global illumination, gradients, reflections, luminance, psychophysics, shading, visual perception



7 [Exploiting perception in high-fidelity virtual environments](#)



Additional presentations from the 24th course are available on 1

Mashhuda Ghencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Die
July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses**

Publisher: ACM  [Request Permissions](#)

Full text available:  Mov (68:6 MIN),  Pdf (5.07 MB)

Additional Information: [full citation](#)
[abstract](#), [u](#)

Bibliometrics: Downloads (6 Weeks): 143, Downloads (12 Months): 1352, Citi

The objective of this course is to provide an introduction to the issues th

building high-fidelity 3D engaging shared virtual environments. The primary guide important development of algorithms and techniques ...


Keywords: collaborative environments, haptics, high-fidelity rendering interaction, multi-user, networked applications, perception, virtual reality

8 [Lighting Transfer Functions Using Gradient Aligned Sampling](#)

Eric B. Lum, Kwan-Liu Ma

October 2004 **VIS '04**: Proceedings of the conference on Visualization '04

Publisher: IEEE Computer Society

Full text available:  [Pdf](#) (393.11 KB) Additional Information: [full citation](#), [abstract](#), [re](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 44, Citation

An important task in volume rendering is the visualization of boundaries typically accomplished using transfer functions that increase opacity based on gradient. Lighting also plays a crucial role in illustrating ...

Keywords: direct volume rendering, volume visualization, multi-dimensional shading, transfer functions


9 [Crossing the line: moving from film to games and possibly back](#)



Video files associated with this course are available from the citation

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Full text available:  [Pdf](#) (4.52 MB) Additional Information: [full citation](#), [appendices](#)

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